Scourge Lord

- KINGDOM DEATH: MONSTER -

CREDITS

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The unofficial Scourge Lord expansion is a free, fan-made expansion created by the Content Creation Group. It should not be sold.

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Scourge Lord

This expansion is designed to be added to the *Kingdom Death: Monster* core game. It includes:

16 x Gear cards
19 x Rare gear cards
47 x Scourge Lord AI cards
20 x Scourge Lord HL cards
13 x Scourge Lord Strange Resource cards
4 x Menace cards
1 x Strange Vermin Board
37 x Vermin Tiles
2 x Hunt Event cards
1 x Disorder card
14 x Secret Fighting Art cards
12 x Ability cards
5 x Condition cards
1 x Innovation card
1 x Weapon Specialization/Mastery card
2 x Settlement Event cards

Upgrade Your Core Game

Upgrade your core game with the contents of this expansion. Separate out all of the cards by their types and then:

* Add the Scourge Lord AI, Hit Location, Strange Resource, and Menace cards to the monster section of the core game box.
* Add the new disorders to the Disorders deck.
* Add the new secret fighting arts to the Secret Fighting Arts deck.
* Add the new gear and rare gear to the game box.
* Add the new hunt events to the Basic Hunt Event deck.

Two Ways to Play

This expansion includes a nemesis monster with unique AI and Hit Location decks and two distinct ways to add it to your game.

The Scourge Lord may be added to any campaign (details below). It can act as either a **Node 1 Nemesis** replacement, or a additional nemesis inclusion.

New Campaign

You may add Scourge Lord to a new campaign in two different ways. First, you may use the included prologue and start your campaign that way. The second way is to add **Skittering Menace** to lantern year 2 on the settlement timeline.
After deciding how you will introduce Scourge Lord, you will then remove your Node 1 Nemesis encounters from the timeline.

Current Campaign

To add Scourge Lord to your current campaign, add **Skittering Menace** to the next lantern year on the settlement timeline.
It is reccommended that Scourge Lord be added to the timeline as a nemesis encounter, however, you are free to add it as a special showdown if you wish.

Existing Rules Not in Core Game

This is a list of rules that are in *Kingdom Death: Monster*, but they are not found in the core rule book. They can also be found on the official Living Glossary.

Evolving Fighting Arts: When you gain one of these fighting arts, record the fighting art name and the number of observation boxes on the survivor sheet. A single survivor can not have two different levels of the same fighting art. **Observations** are conditions that must be met. When a survivor makes a successful observation, fill in an unfilled observation box on their survivor sheet. If all the observation boxes are filled, the survivor experiences the fighting art's revelation. **Revelations** are special conditions that can be found at the bottom of the fighting art. The revelation on the last level of a evolving fighting art, if possible, is repeatable.

Refined: A gear special rule. When a refined gear fails to wound, you may reroll the wound attempt. Limit, once per attack.

Cleave: A gear special rule. You may spend 1+ to activate and attack with this weapon. If you do, it gains the two-handed keyword, +4 strength, and slow for the attack. You cannot use **Cleave** if an injury or other effect is preventing you from activating gear with the two-handed keyword.

Flinch Token: When a monster with a flinch token attempts to perform a reaction, cancel that reaction and discard this token.

Blindside: A gear special rule. When you wound the monster from its blind spot, all of its **Reflex** reactions become **Failure** reactions until this attack ends.

Sealed: A gear special rule. **Sealed** gear has a bonus effect that can only be earned by training. A survivor can unseal the gear by declaring it as their weapon proficiency, forsaking the normal bonuses of selecting a weapon type. When the survivor reaches the specialization rank, they earn the effect listed after the **Sealed** special rule on the gear card. A survivor can only earn a gear's **Sealed** bonus once per lifetime.

Consecutive Spaces: When a survivor is instructed to move **consecutive** spaces, they must move without occupying the same space more than once. A survivor could not, for example, move back and forth between two spaces to fulfill **consecutive** space movement. They could, however, move around a monster or move in a straight line.

Core Game Supplements

This expansion includes some minor additons to the game that do not have new rules:

Ability cards: These are physical cards used as a reminder for how an ability survivor ability works. These have no new rules.

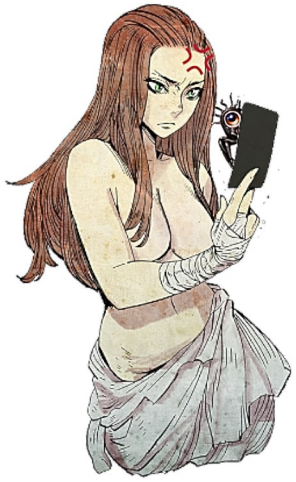
Condtion cards: These are physical cards used as a reminder for what a condition does. Conditions are very similar to survivor impairments. Normally they are recorded on the survivor sheet.

Instrument Proficiency

This expansion includes a special type of proficiency and corresponding specialization/mastery card. During the Aftermath, survivors are eligible to gain a proficiency rank if they played a **Song** (rules can be found on the card itself) during the showdown. If you wish to use this without using Scourge Lord, use this alternate method. Once the settlement has innovated **Drums**, survivors may select Instrument as their weapon proficiency type.

NEW RULES

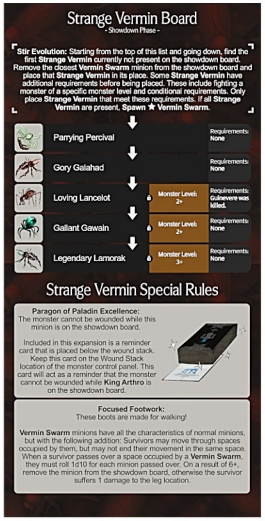
Dread - Monster Card Type



Dread is a type of monster card. These cards have special rules that are resolved when the card is revealed, not drawn. If multiple Dread cards are revealed, the player who revealed them decides the order in which to resolve them before continuing the game. If the player dies while resolving a Dread card, immediately end the effect revealing these cards and return these cards to the deck. Traps still precede and cancel all Dread effects.

Menace Cards
Menace cards used are during the settlement phase. They are only added them to the settlement when instructed. They offer the survivors a method to deal with the vermin that infest the settlement. They are the main way to interact with the **Strange Vermin Board** during the settlement phase.

Strange Vermin Board


Strange Vermin Board
- Showdown Phase -
Stir Evolution: Starting from the top of this list and going down, find the first Strange Vermin currently not present on the showdown board. Remove the closest Vermin Swarm minion from the showdown board and place that Strange Vermin in its place. Some Strange Vermin have additional requirements before being placed. These include fighting a monster of a specific monster level and conditional requirements. Only place Strange Vermin that meet these requirements. If all Strange Vermin are present, Spawn ★ Vermin Swarm.
Parrying Percival
Requirements: None
Gory Galahad
Requirements: None
Loving Lancelot
Monster Level: 2+
Requirements: Culverere was killed.
Gallant Gawain
Monster Level: 2+
Requirements: None
Legendary Lamorak
Monster Level: 3+
Requirements: None
Strange Vermin Special Rules
Paragon of Paladin Excellence:
The monster cannot be wounded while this minion is on the showdown board.
Included in this expansion is a reminder card that is placed below the wound stack. Keep this card on the Wound Stack location of the monster control panel. This card will act as a reminder that the monster cannot be wounded while King Arthro is on the showdown board.
Focused Footwork:
These boots are made for walking!
Vermin Swarm minions have all the characteristics of normal minions, but with the following addition: Survivors may move through spaces occupied by them, but may not end their movement in the same space. When a survivor passes over a space occupied by a Vermin Swarm, they must roll 1d10 for each minion passed over. On a result of 6+, remove the minion from the showdown board, otherwise the survivor suffers 1 damage to the leg location.

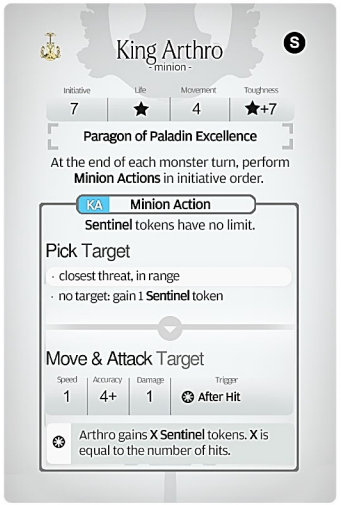
The Strange Vermin Board is used during the showdown with the Scourge Lord. It interacts with the monster's trait, hit location and AI cards. It also contains special rules and instructions that are used during the showdown.

Set up the Strange Vermin Board alongside the showdown board. This board will be referenced many times during the showdown.

Strange Vermin Board as a Location

The reverse side of the Strange Vermin Board will be used during the settlement phase. Like other settlement locations it will be introduced over the course of the campaign. Rules to introduce and how to interact with the location will be explained as you play.

Strange Vermin Minions



Strange Vermin are minion-type monsters spawned by the actions of the Scourge Lord. Strange Vermin are represented on the showdown board by vermin tokens.

* Strange Vermins' attributes are listed on their card.
* Strange Vermin may gain a variety of + / - attribute tokens.
* Strange Vermin do not have a facing or a blind spot.

At the end of each monster turn, all Strange Vermin perform their unique **Minion Action** (found on their Ⓢ cards), one at a time, in initiative order.

Initiative
Initiative is a new monster attribute. When resolving cards with an initiative attribute, resolve the cards from highest to lowest initiative. If multiple cards have the same initiative value, the monster controller decides the order to resolve these actions.

Minion Collision
A minion cannot move through spaces occupied by survivors, impassable terrain, or other monsters. Monsters may move into spaces occupied by minions. If a minion would occupy any of these spaces, place it in the nearest unoccupied space instead.

Minion Action - Moving & Attacking
Minions take the shortest path they can to their target, moving around survivors, impassable terrain, and other monsters.

Minion Action - Move into Range & Attack
Some monsters use Move into Range and Attack actions. When the monster is instructed to do so, end the monster's movement the specified number of spaces away from the target based on the Range. If the monster is closer to the target than the Range, move it until it is exactly in Range.

Killing Minions - Hit Location & Life
Strange Vermin have a unique hit location specific to them. To attack a minion, roll to hit as normal and then attempt to wound that minion's hit location. This location is found on the back side of the monster's AI card. If the wound attempt succeeds, the minion suffers 1 wound. When a minion has wounds equal to their life, they are killed and removed from the showdown board. **Killing a minion does not make a survivor eligible to earn ranks in Weapon Proficiency.** (Unless otherwise stated.)

Reward
When a minion is killed, the attacking survivor gains any reward listed on their card immediately.

Showdown Limit
Most of the minions in the Scourge Lord showdown are limited to the token representing them. The only exception is the **Vermin Swarm**. Use lantern tokens when you run out of **Vermin Swarm** tokens.

Conditional Triggers

Many of the monster cards in this expansion will have conditional **Triggers**. Each will begin with either a ✕ or ✓, followed by an effect to be resolved. The color of the condition and the two letter abbreviation at the end indicate which minion it relates to.

✕: resolve these effects when the indicated minion is not on the showdown board.
✓: resolve these effects when the indicated minion is on the showdown board.

Resolution Order

When resolving multiple triggered effects, resolve them one at a time, from top to bottom.

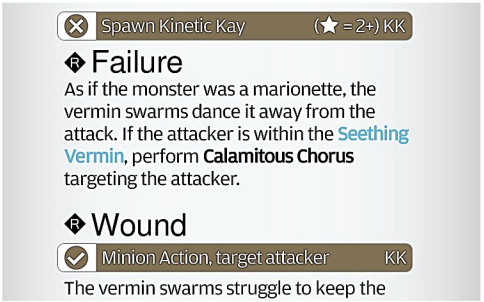
For example: Erza has revealed the above AI card with a Rawhide Headband, performing its Dread effect. The top trigger is performed if Mercurial Merlin is not on the showdown board. It is not, so the monster controller places Merlin on the board. The bottom trigger is performed if Merlin is on the board, and it is now, so the monster controller performs Merlin's Minion Action.

Conditional Triggers & Attack Effects

These **Triggers** can also be found in attack profiles.

For example: Lucy is the target of this AI card. First resolve the trigger profile before Move & Attack Target. In this case Glamorous Guinevere is on the showdown board. Guinevere will target Lucy with her minion action before the monster resolves the Move & Attack action. After Damage trigger conditions are then checked and resolved in order.

Conditional Triggers with Additional Requirements


Spawn Kinetic Kay (★ = 2+) KK
Failure
As if the monster was a marionette, the vermin swarms dance it away from the attack. If the attacker is within the Seething Vermin, perform Calamitous Chorus targeting the attacker.
Wound
Minion Action, target attacker KK
The vermin swarms struggle to keep the

Trigger profiles may also include extra requirements.

For example: Lucy has drawn this card. First resolve the trigger profile at the top of the card before rolling to wound. This profile has extra conditions,restricting it to only happen if ★=2+. The second trigger profile on this card is found within the wound reaction. It will only be resolved if the wound attempt results in a wound.

Once upon a time, there was a place of carved stone faces. Men and women lay sleeping a dreamless sleep. A woman is painfully jarred from her sleep. Instinctively, she flails her body, feeling something writhing beneath her. Panicking, she rubs the dried ink caked over her eyes, opening them for the first time.

Hundreds of tiny vermin scurry away as she breaks free from their grasp. Around her she sees swarms of vermin carrying debris, a dead monster, and other people as they sleep. Grabbing a lantern from the moving debris, she rushes to aid the people like her. Freeing a man from his would-be harvesters, her soft hand reaches out to him, helping brush away the ink.

A musical composition fills them with feelings of great loss. Other people are awoken by the dreadful music.
The vermin begin to gather and grow larger right before their eyes.

These people do not want to die. Desperately grasping at the cold stone faces, they scavenge for something to defend themselves with. Some frantically search the moving debris and corpses; others break free deadly pieces of stone.

One survivor struggles to free themselves from the vermin's carrion procession. Climbing and crawling through the sleeping or dead survivors, they wrestle against the weight of the moving pile. Finally, exhausted, they reach the summit. Interestingly, glowing vibrantly and attached to the hip of a rotting corpse, this survivor makes **A Very Unique Find**.

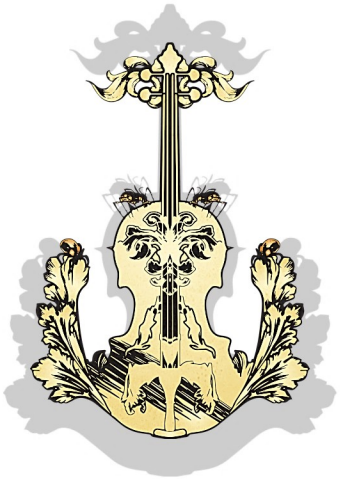
Somewhere in the place of stone faces, nameless men and women stand together. They have nothingbut a need to survive and lanterns to guide their struggle.

A Very Unique Find

Nominate one survivor to crawl out of the pile of corpses. This survivor, in addition to the normal starting gear, gains the **Vermin Cage** rare gear. They begin the showdown in the square indicated by showdown setup. The three other survivors are placed in the spaces indicated by showdown setup.

PROLOGUE: SCOURGE LORD

Nemesis



This story picks up after the awakening of the survivors. Before they can take stock of their surroundings, the survivors must fight for their lives against strange vermin.

The Scourge Lord prologue uses special rules and involves the survivors fighting for their lives against **minion-type monsters**. To wound a minion use the special HL on the back of their monster card.

Initiative is found on **Minion** cards. Initiative determines the acting order of minions during the monster turn. Higher scores act before lower scores. A entire group of identical minions will resolve **Pick Target** actions together, then **Move & Attack** actions together.

Moving Terrain resolves at iniative score 0. (This is after all minion actions.) Move all terrain tiles 4 squares in a straight line towards the **Horizon**. When any part of a terrain tile reaches the horizon it is removed from the showdown. Survivors colliding with moving terrain suffer **Grab**. (Front is facing the horizon.) If the terrain is removed while "grabbing" a survivor, they are dead.

Level	
1	This special setup does not use a full Monster AI deck.

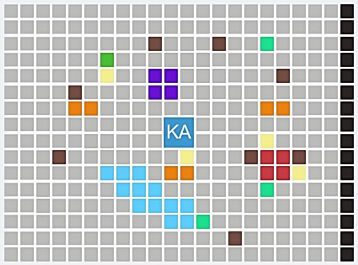
Ⓢ Vermin Swarm Ⓢ King Arthro Ⓢ Parrying Percival
Ⓢ Lord's Court

This encounter replaces any other prologue to *Monster*.

Prologue Encounter

A prologue is designed to guide the 4 survivors through their first encounter with a monster. If they prevail, they will create a brand new settlement.

Showdown Setup



Terrain & Deployment

- 1 Stone Column terrain card, (3 columns) place in the colored spaces.
- 3 Debris terrain cards, (use lantern colored tokens to represent additional terrain) place in the colored spaces.
- 4 Survivor Corpse terrain cards, (use colored lantern tokens to represent additional terrain) place in the yellow spaces.
- 1 Dead Monster terrain card, placed in the purple spaces.
- Place the minions in their colored squares.
- Place the Nominated Survivor in the red zone.
- Place survivors in the blue zone.

The survivors are under attack. **The monsters go first**.

Aftermath

Victory

If all the minions are killed, the remaining survivors are victorious! In the **Aftermath**, players should fill the first unfilled box in the **Hunt XP** section of the survivor record sheet to reflect their first successful showdown.

Defeat

If the survivors die, try again until you emerge victorious!

Survivors are Victorious!

Collect Your Rewards
By scavenging the scavenger's haul, the survivors earn resources. This is in addition to any resources earned from critical wounds during the showdown.

Take out this campaign's Node 1 Monster resource cards.

Shuffle them and draw 4.

Take out the Basic Resource cards.

Shuffle them and draw 4.

Place all the resources face up on the table.

If players lost their survivor in during this showdown, they can create new survivors in the settlement. The perished survivors' gear and resources are not lost, they are returned to the settlement with the remaining survivors.

You now select the type of campaign you wish to play and create your settlement as you would normally do after any other prologue. Use **Moths to the Flame** to determine the starting population of your new settlement.

VERMIN GATHERING

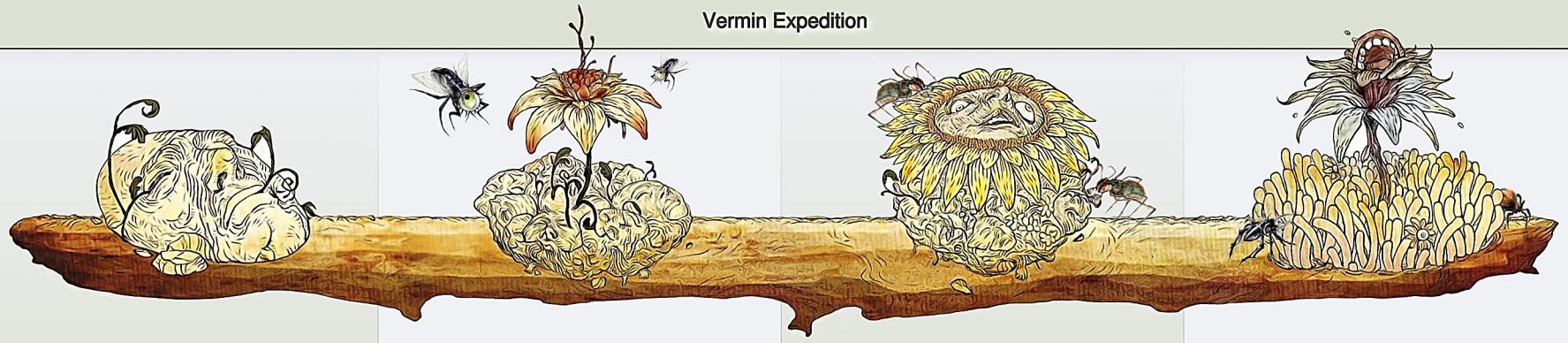
Each survivor must make a special gathering roll.

To make a gathering roll, a survivor nominates any number of d10's and then tolls them. If two or more die results are the same, your score is 0. Otherwise, add all your die results to determine your gathering score.

Add all the survivors' gathering scores to make a single final score and consult the **Vermin Expedition** table.

Add +10 to the final score if the survivors have passed the **Overwhelming Darkness** space on the hunt board.

Vermin Expedition



0 - 11
The survivors don't find anything. Roll again on the hunt event table before moving on the hunt event board.

12 - 44
Gain 1 random **Vermin** resource.
All survivors gain +1 survival and +1 insanity.

45 - 74
Gain 2 random **Vermin** resources.
If the settlement has **Cooking**, gain 1 **Fresh Acanthus** strange resource and all survivors gain +3 survival.

75+
The survivors find a field. Any survivor with a **Bug Trap** may **Sweep the Field** to gather as many insects as they can or gain 1 **Fresh Acanthus** strange resource.

Sweep the Field - roll 1d10. If you have a **Speed Powder**, roll twice and select which result to keep.

1. An insect flies right into your mouth where it quickly penetrates the soft palate killing you. If the settlement has **Cannibalize**, you chomp down first. Gain a random vermin resource and **consume** it immediately.

2. You disturb a colony of **Lonely Ants**, that are not quite so lonely. Spend 1 survival to quickly dive into a nearby pond or perish. If you have 3+ understanding, you may **Sweep the Field** again!

3. You disturb a colony of **Lonely Ants**, that are not quite so lonely. Spend 1 survival to quickly dive into a nearby pond or perish. If you have 3+ understanding, you may **Sweep the Field** again!

4. You find the perfect spot. Roll on this table again. Any survivors that have did not **Sweep the Field** may now also roll on this table.

5. You find the perfect spot. Roll on this table again. Any survivors that have did not **Sweep the Field** may now also roll on this table.

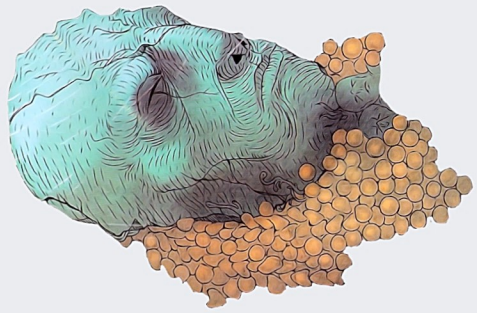
6. A swarm a peculiar insects are drawn towards the mouth of a carnivorous plant. You may brave the danger to carefully pluck one from its snap trap. Gain 1 **Cyclops Fly** and +1 courage.

7. A swarm a peculiar insects are drawn towards the mouth of a carnivorous plant. You may brave the danger to carefully pluck one from its snap trap. Gain 1 **Cyclops Fly** and +1 courage.

8. You observe a small insect pollinating a flower. Gain +1 understanding, 1 **Fresh Acanthus** strange resource, and 1 random **Vermin** resource.

9. You find just what you are looking for. You may gain 1 **Vermin** resource of your choice and consume it immediately. If you are **insane**, add +1 to your roll result. Otherwise, gain +10 survival.

10. At the edge of the field you find a giant stone face encircled by a mass of warm, moist eggs. You may **Eat the Eggs**, or gather them up. If you gather them, gain 1 **Perfect Organ** basic resource. If Spidicules is in your campaign, they are Spiderling eggs. Gain 2 **Unlaid Eggs** Spidicules resources instead.



Eat the Eggs

If a survivor **consumes** a second moist egg, they die instantly. Otherwise, roll on the table.

1	Vile vermin explode from the survivor, killing them instantly.
2 - 4	An explosion of tiny red vermin bursts in your mouth. You stagger, blinded by the overwhelming sensation. You are forever changed. Gain 1 permanent red affinity.
5 - 7	Delicious tasting explosion green vermin burst in your mouth. You stagger, blinded by the overwhelming sensation. You are forever changed. Gain 1 permanent green affinity.
8+	Bitter tiny blue vermin stain your tongue with thick blue juice. Their powerful flavor overwhelms you. You are forever changed. Gain 1 permanent blue affinity.

VERMIN SANCTUARY

The hunting party takes a short break to listen to the inviting sounds and admire the sanctuary's seductive beauty.

The survivors notice that some resources direct them toward a small lake. At the center of this lake is single tiny island, only large enough for a single tree.

If any survivor has a **Bulbous Gaster**, **Beetle Thorax**, **Radioactive Webbing**, **Bioluminescent Fly**, **Sharp Mandible**, **Black Claw**, **King's Carapace**, **Nightmare Leg**, **Gold-Bug**, or **Silk Sutures** strange resource, they may archieve the resource and proceed toward the shore.

📖 **Lady of the Lake**.

The survivors must roll 1d10.

1 2 3

A tranquil hymn can be heard throughout the sanctuary. If any survivor is **deaf**, they warn the other survivors not to stay. Otherwise, the song lulls the survivors into a false sense of safety. They decide to stay and rest in the fields of pestilence. All survivors gain the **leprosy** impairment.

Leprosy: Reduce all damage suffered by 1 to a minimum of 1. Suffer -2 to all severe injury rolls.

4 5 6 7

The survivors attempt to catch some vermin. This proves to be incredibly difficult as they get swarmed by the highly coordinated attackers. Overwhelmed by the vermin, the survivors flee the sanctuary. Gain one random **vermin** resource and each survivor gains +2 insanity.

8 9 10

The vermin swarm into the mouth of a giant stone face. The lantern glows as you approach, directing you inside. Any survivor with a **Vermin Cage** may **Descend into the Reliquary.**

Descend into the Reliquary

Roll 1d10 to explore the tunnels.

1- 2	The vermin within the cage frantically breaks free, leaving you without a guide. Archive the **Vermin Cage**, gain +1 courage and flee the tunnels.
3 - 5	The tunnels have a melancholic feel. Gain one **Monster Bone** basic resource and one random **vermin** resource as you leave the tunnels.
6 - 8	The vermin appear to store the dead here. Gain a **Skull** basic resource and a **Ecdysteroid Rich Exuviae** strange resource.
9+	The scavanged bodies the vermin have been collecting appear to move. You may attempt to discover their **Strange Purpose**.

Strange Purpose

Roll 1d10 to investigate the scavenged corpses.

1- 2	As you search, corpses rise from the ground, dancing to the sanctuary's hymm, engulfing you. You are **dead**. Archive the **Vermin Cage**.
3 - 4	You find strange preserved bodies. Gain the **Embalming Saliva** rare gear and one random **vermin** resource.
5 - 6	Without warning a vermin springs forth from one of the corpses, biting you. Gain +1 permanently to a stat of your choice.
7+	Vermin swarm you! Writhing around on your skin, they mark you with a strange pheromone. Gain the **Requiem Touched** secret fighting art.

LADY OF THE LAKE

Mesmerized and entranced by the figure, the survivor stops at the water's edge and tosses the resource into the lake.

King's Carapace

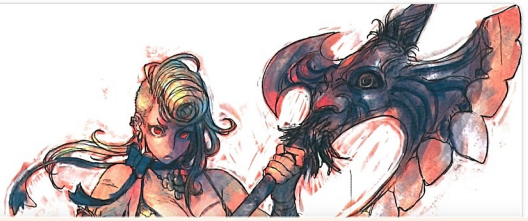
Part 1
Slowly, the glowing figure disappears under the water as the luminous resource vanishes in the murky water. The survivor watches as a raised arm breaches the surface of the water. Now holding a shield, the figure reappears standing waist-deep in the lake. Gracefully laying the shield on the water, she gently pushes it toward the survivor. As if the shield weighed nothing, it floats all the way to the awaiting survivor. Gain the **Pridwen** rare gear. With the gear in hand, the survivor gains a newfound purpose. As they walk away from the lake, the music of the sanctuary fills them with a sense of inspiration. They dream to complete this quest they now feel in their heart. Gain the **Carapace Quest** ability.

Carapace Quest: While you have the **Intervene** secret fighting art, after hunt phase setup, you may add **Vermin Sanctuary** to the hunt board. During that event, you resolve 🕮 **Lady of the Lake**, and proceed to 🕮 **King's Carapace - Part 2**.

Part 2
The lady once again appears to the survivor. This time she motions for the survivor to enter the water. Hesitant, the survivor begins to slowly wade into the lake. Once they get waist-deep, the lady wishes for them to submerge themselves. They do so and feel cleansed of their quest. Remove the **Carapace Quest** ability. If your weapon proficiency was **Pridwen**, change it to shield and retain the same rank. The survivor then leaves the lake.

Gold-Bug

The vermin within the cage breaks free! It makes its way into a bullseye lantern hung from a single tree on a lonely island. When the lantern begins to glow, it shines a light off into the distance. Add the **Sword in the Stone** basic hunt event (**White Speaker Sword Hunter White Box**) to a space of your choice after setting up your next hunt.



Black Claw

Part 1
The glowing lady of the lake wades through the water and retrieves the luminous resource. While holding the claw she submerges into the lake. Slowly, her glowing arm reappears holding a dredged weapon. Releasing the weapon, her arm sinks, and the axe floats toward the survivor. Gain the **Neckchopper** rare gear and the **Rageholic** disorder. With the gear in hand, the survivor gains a newfound purpose. As they walk away from the lake, the music of the sanctuary fills them with a sense of inspiration. They dream of completing this quest they now feel in their heart. Gain the **Claw Quest** ability.

Claw Quest: You must depart every lantern year, and you must depart with **Neckchopper** in your gear grid. The next time any survivor gains a **Skull** resource, you must gain it. You may depart with a **Skull** resource, and if you do, after hunt phase set up, you may add **Vermin Sanctuary** to the hunt board. During that event, you resolve 🕮 **Lady of the Lake**, and proceed to 🕮 **Black Claw - Part 2**.

Part 2
Taking the skull to the water's edge, the survivor tosses it into the lake. The lady once again appears, motioning for the survivor to enter the water. Hesitant, the survivor wades into the lake. Once they get waist-deep, the lady wishes for them to submerge themselves. They do so and feel cleansed of their quest. Remove the **Claw Quest** ability and the **Rageholic** disorder. Gain the **Brazen Bash** ability.

Brazen Bash: When you attack with an axe, before rolling to hit, you may reduce the speed of the weapon to 1. That attack gains -1 accuracy and you add 1d5 strength to your wound attempts.

Radioactive Webbing

Part 1
The glowing figure disappears under the water to retrieve the luminous resource. The survivor waits for her return, dozing off for a moment. They dream of a spiderling who spent their days watching survivors tirelessly build a temple. Overworked by a tyrant who rejected and disregarded most of them. When the temple was finally finished, the chosen few dispatched of the unworthy. Now, four stoic survivors stood against a king. With a sudden ear-shattering whine, a blast tears apart the settlement. The spiderling is blown away by the meltdown. Feeling significantly different than before, the spiderling is altered by the radiation emitted by the dragon's heart. The survivor awakes to a gear floating in the water before them. Gain the **Carnwennan** rare gear. With the gear in hand, the survivor walks away from the lake. They feel compelled to return to the lake and visit the lady once again. Gain the **Webbing Dream** ability.

Webbing Dream: When you gain this, add 🔪**Murder** to the timeline next lantern year. If possible, the victim must be one of the following, (listed in order of importance) your **partner**, a member of your family, or a returning survivor. (You cannot be nominated) After 🔪**Murder** is resolved, you gain the **Quixotic** disorder. When you depart with the **Quixotic** disorder, after hunt phase setup, you may add **Vermin Sanctuary** to the hunt board. During that event, you resolve 🕮 **Lady of the Lake**, and proceed to 🕮 **Radioactive Webbing - Part 2**.

Part 2
The lady will not appear, and you feel foolish for impulsively returning to the lake for answers. True power comes from responsibility. Simple escapism will not cure the damage the murder has caused. Remove the **Quixotic** disorder. Gain the **Traumatized** disorder and the **Accomplice 1** secret fighting art. If you gain **Accomplice 2** and still have the **Traumatized** disorder, remove that disorder. (Note this on your survivor record sheet.)

Bulbous Gaster

Part 1
The glowing figure disappears under the water to retrieve the luminous resource. The survivor waits for her return, dozing off for a moment. They dream of a lonely female, alone even within her own settlement. Doing whatever she could to not feel alone, she took long walks. On these walks she frequented a tree that was home to a lonely ant. The woman would bring food scraps, often the scraps came from her own portion of food. Raising the ant to be strong and loved. Suddenly the dream ends, and survivor awakes. They find beside them the bulbous gaster they tossed into the lake. It is no longer glowing, leaving the survivor in a state of melancholy. The survivor buries the resource near the lake and walks off with a new sense of purpose. Gain the **Ant Quest** ability.

Ant Quest: The next time any survivor gains a **Lonely Ant** resource, you must gain it. You may depart with a **Lonely Ant** resource, and if you do, after hunt phase set up, you may add **Vermin Sanctuary** to the hunt board. During that event, resolve 🕮 **Lady of the Lake**, and proceed to 🕮 **Bulbous Gaster - Part 2**.

Part 2
You take the ant to the lake and set it free. Just then a raised arm breaches the surface of the water holding a sword. Gracefully laying the sword on the water, the figure gently pushes it toward the survivor. As if the sword weighed nothing, it floats all the way to the awaiting survivor. Remove the **Ant Quest** ability. Gain the **Arondight** rare gear and +1 permanent movement. The survivor knows the ant will find a safe new home here near the lake and this loving figure.

Sharp Mandible

Part 1
The glowing figure disappears under the water to retrieve the luminous resource. The survivor waits for her return, dozing off for a moment. They dream of a noble beetle that wished to be invincible. It lived near pile of lantern trophies, sharpening its mandibles on the mirror stone nearby. This made the beetles mandibles dangerously sharp to the touch. The survivor awakes to find gear floating in the water before them. Gain the **Mandible Cesti** rare gear. With the gear in hand, the survivor gains a newfound purpose. They feel compelled to return to the lake and visit the lady once again. They dream to complete this quest they now feel in their heart. Gain the **Mandible Quest** ability.

Mandible Quest: The next time you gain a bleed token during the showdown you suffer the frenzy brain trauma and then permanently gain the **Bitter Frenzy** ability. While you have the **Bitter Frenzy** ability, after hunt phase setup, you may add **Vermin Sanctuary** to the hunt board. During that event, resolve 🕮 **Lady of the Lake**, and proceed to 🕮 **Sharp Mandible - Part 2**.

Part 2
The lady once again appears to the survivor. She motions for the survivor to enter the water. Hesitant, the survivor begins to slowly wade into the lake. Once they get waist-deep, the lady wishes for them to submerge themselves. They do so and feel cleansed of their quest. Remove the **Mandible Quest** ability. When they resurface, the lady is gone and they find another cesti. Gain the **Mandible Cesti** rare gear. The survivor then leaves the lake.

Beetle Thorax

Part 1
The glowing figure disappears and the survivor dozes off for a moment. They dream of a breathtaking testament to craftsmanship. One competitor wins a black tuning fork. Losers hang their heads in shame, their masterwork weapons collected and tossed aside. Among these losing entries is a magnificent sword, forever lost to time. The survivor is awoken by a splashing sound. A raised arm breaches the surface of the water, holding a masterful sword by the hilt. Slowly, the sword resubmerges into the lake. The survivor feels thay have been deemed unworthy by the lady. They now believe that the weaponsmith's weapon can cut a magnificent new fate them. Gain the **Thorax Dream** ability.

Thorax Dream: Once per hunt phase, on a hunt board space after **Overwhelming Darkness**, in place of rolling a random hunt event, use "**96**" as your result. You add +3 to all your rolls during that event. While you have the **Iron Will** ability, after hunt phase setup, you may add **Vermin Sanctuary** to the hunt board. During that event, resolve 🕮 **Lady of the Lake**, and proceed to 🕮 **Beetle Thorax - Part 2**.

Part 2
You return to the lake to visit the lady. This time she appears and motions for the survivor to enter the water. Once they get waist-deep, the lady wishes for them to submerge themselves. They do so and feel cleansed of their quest. The masterwork weapon appears before them. Gain the **Caliburn** rare gear and remove the **Thorax Dream** ability. The survivor leaves the lake to cut a new fate.

Bioluminescent Fly

Part 1
The fly escapes the survivor's grasp and rushes toward the glowing lady. As the light emitting from the two dims, a new light source appears in the shallows. Gain the **Galatine** rare gear. The survivor gains a newfound purpose. They dream of completing a quest they now feel in their heart. Gain the **Fly Quest** ability.

Fly Quest: The next time you are victorious, gain the **Matchmaker** ability. When you depart with the **Matchmaker** ability, after hunt phase set up, you may add **Vermin Sanctuary** to the hunt board. During that event, resolve 🕮 **Lady of the Lake**, and proceed to 🕮 **Bioluminescent Fly - Part 2.**

Part 2
The lady once again appears, motions for the survivor to enter the water. Once they get waist-deep, the lady wishes for them to submerge themselves. They do so and feel cleansed of their quest. Remove the **Fly Quest** ability and gain the **Galatine** rare gear. The survivor leaves the lake feeling fulfilled.

Nightmare Leg

Part 1
The glowing figure disappears under the water to retrieve the luminous resource. The survivor waits for her return, dozing off, dreaming of a tick that drinks acid blood. Travelling on the heralds of kings. Suddenly the dream ends, and survivor awakes. Gain the **Rhongomiant** rare gear. With the gear in hand, the survivor feels the weight of this same fate. Gain the **Tick Quest** ability.

Tick Quest: When you depart with the **Anxiety** disorder, after hunt phase set up, you may add **Vermin Sanctuary** to the hunt board. During that event, resolve 🕮 **Lady of the Lake**, and proceed to 🕮 **Nightmare Leg - Part 2.**

Part 2
You return to the lake to visit the lady. She motions for the survivor to wade into the lake. Once they get waist-deep, the lady wishes for them to submerge. They do so and feel cleansed of their burdens. Remove the **Tick Quest** ability and the **Anxiety** disorder. Gain the **King's Step** secret fighting art. The survivor then leaves the lake.

Silk Sutures

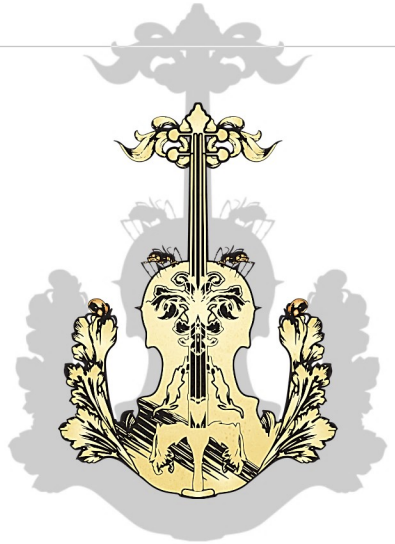
Part 1
The figure disappears and the survivor dozes off. The survivor dreams of heroes on a quest. One brandishes a war hammer while standing over his fallen companions. The dream ends, and beside them is a glowing arrow. The survivor gains a new purpose. Gain the **Reaping Hook Arrow** rare gear and the **Sutures Quest** ability.

Sutures Quest: The next time you resolve 🕮 **Herb Gathering**, gain the **Astute** ability. When you depart with the **Astute** ability, after hunt phase set up, you may add **Vermin Sanctuary** to the hunt board. During that event, resolve 🕮 **Lady of the Lake**, and proceed to 🕮 **Silk Sutures - Part 2.**

Part 2
You return to the lake to visit the lady. She motions for the survivor to enter the water. Once they get waist-deep, the lady wishes for them to submerge. They do so and feel cleansed of their quest. Remove the **Sutures Quest** ability and gain the **Tough** fighting art. The survivor then leaves the lake.

SHOWDOWN: SCOURGE LORD

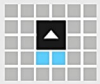
Nemesis



Instinct: Phoresis

All survivors within the Seething Vermin that do not have *heavy* gear are **knocked down** and suffer **knockback 5** away from the monster.

Blind Spot



Level	B	A	L	Mov	Tgh	Spd	Dmg
1	7	-	-	6	7	-	-

Ⓢ Danse Macabre Ⓢ Focused Flurry Ⓢ Lord's Court
Ⓢ Writhing Choir Ⓢ Song of Generations Ⓢ Tiny Dancers

Level	B	A	L	Mov	Tgh	Spd	Dmg
2	9	4	-	6	11	-	1

Ⓢ Danse Macabre Ⓢ Focused Flurry Ⓢ Lord's Court
Ⓢ Writhing Choir Ⓢ Song of Generations Ⓢ Tiny Dancers

Level	B	A	L	Mov	Tgh	Spd	Dmg
3	10	8	1	7	15	1	2

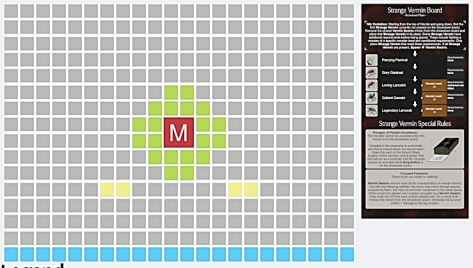
Ⓢ Danse Macabre Ⓢ Focused Flurry Ⓢ Lord's Court
Ⓢ Writhing Choir Ⓢ Song of Generations Ⓢ Tiny Dancers

Nemesis Encounter

Departing survivors do not have a Hunt Phase. Instead, select the Scourge Lord's monster level based on the current lantern year and set up the showdown accordingly.

Lantern Year	Monster Level
1-10	**Level 1**
11-20	**Level 2**
21 +	**Level 3**

Showdown Setup



Legend
Survivors Nemesis Stone Columns Minions

Terrain & Deployment

- **Strange Vermin Board** (Showdown Phase Up)
- 2 Stone Column terrain tiles, set up on the yellow spaces.
- 2 random terrain cards, set up normally.
- Place the nemesis in the center of the board.
- Place **King Arthro** and 2 **Vermin Swarm** minions in the green area.
- Place survivors on any blue space.

The survivors lured the monster here. **They go first.**

Aftermath

The vermin flee the settlement. Remove the **Strange Vermin Board** and all **Menace** cards from the settlement. Add **Skittering Meneace** to the timeline 4 years from now.

Victory

Level 1 +

+1 Hunt XP
+1 Weapon Proficiency Level
+ **Rewards**

Defeat

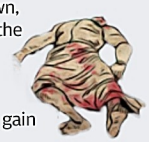
The vermin rampage through the settlement one final time before departing. All resources in the settlement storage are lost.

Rewards

Gain 1 **Vermin Cage** rare gear. Roll 1d10 +★. Add any listed resources or gear to the settlement's storage.

1d10	Reward
1 - 5	You crush a fleeing vermin as they carry their lord's corpse away from the settlement. Gain 1 random **vermin** resource.
6 - 10	The corpse is coated in a strange fluid. Gain 1 random **vermin** resource and the **Embalming Saliva** rare gear.
12+	The vermin leave behind their lord's instrument. Gain the **Lantern Lute** rare gear.

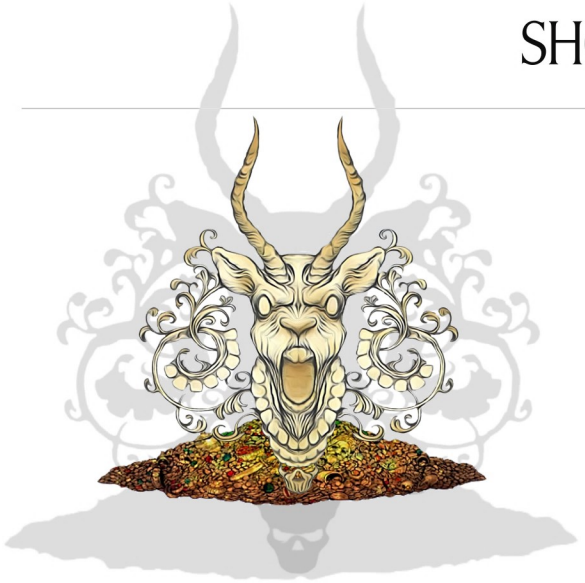
If a survivor died during this showdown, the vermin are instinctually drawn to the corpse. The settlement gains the **Corpse Exchange** additional death principle. This does not replace the settlement's death principle. You may gain this benefit once per campaign.



If the settlement has innovated **Drums** when they defeat a Scourge Lord, the survivors are inspired by the music it played.
Survivors may now select Instrument as their weapon proficency when they depart.

SHOWDOWN: REVENANT ANTELOPE

Nemesis



Untended hunger consumes all. The madding, gnawing desire for naught but more. Death follows, and decay after. From this death has sprung new life, an empty husk perpetuated by greed. And all in its path shall be devoured.

This is a legendary monster and is set up as follows:
TYPE: Screaming Antelope.

TRAIT CARDS: Legendary Monsters combine Trait cards from multiple AI Decks. (In this case, Scourge Lord)

TERRAIN & DEPLOYMENT: Use the showdown setup included on this page.

SPECIAL: The **Writhing Choir** trait will only spawn **Vermin Swarm**. You will need the **Vermin Swarm** minion card. Ignore all other conditions on **Writhing Choir**.

NEW EVENT: When instructed to 🕮 **Crush & Devour**, resolve 🕮 **Death & Decay** instead.

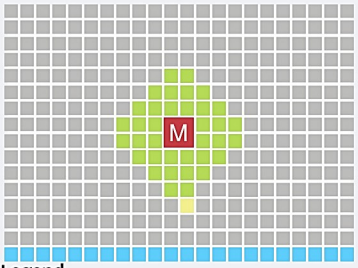
Level	B	A	L	Mov	Tgh	Spd	Dmg
3	12	7	1	9	12	+2	+2

(S) Diabolical (S) Hypermetabolism (A) Infested (S) Focused Flurry
(S) Writhing Choir (S) Trample (S) Tiny Dancers (L) Legendary Horns

Nemesis Encounter

Departing survivors do not have a Hunt Phase. Instead, select the monster level shown and set up the showdown accordingly.

Showdown Setup



Legend
Survivors Nemesis Bug Spot Plants and Minions

Terrain & Deployment

- **Strange Vermin Board** (Showdown Phase Up)
- 3 Acanthus Plant terrain cards, set up in the green area.
- 1 Bug Spot terrain card, set up in the yellow spaces.
- 2 random terrain cards, set up normally.
- Place the nemesis in the center of the board.
- 2 **Vermin Swarm** minions placed in the green area.
- Place survivors on any blue space.

The Antelope seems unnaturally motivated. **It goes first.**

Aftermath

Victory

Level 3+

+ 2 Hunt XP
+1 Weapon Proficiency Level
+ **Rewards**

Defeat

The vermin infested revenant greedily searchs the settlement. It seeks shiny trinkets. Archive all jewelry on any survivors and in storage.

Rewards

This greedy antelope feeds on more than just plants. Hoarding its own personal treasures and strange finds within its body. Gain Level 3 Screaming Antelope Rewards. In addition, roll 1d10. Add any gear, **from this roll only**, to the settlement's storage.

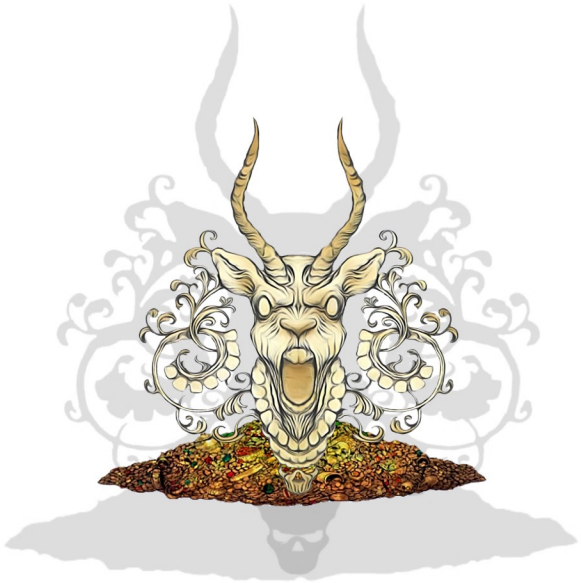
1d10	Reward
1 - 2	This greedy monster has a very strange diet. Gain 1 **Monster Tooth Necklace** gear and the **Sword of Lass** rare gear.
3 - 6	What a magical find! Gain the **Ridill** rare gear.
7 - 10	Legendary loot drop! Gain the **Sword of Lass** and the **Ridill** rare gears.

The survivors find a half-digested book within the monster's rotting stomach. Gain the **Book of Dreadful Darkness** rare gear. You may only gain this once per campaign.

If the settlement does not have **Pictographs**, each remaining survivor gains the **Endless Babble** impairment. The survivor who gains this gear suffers the **blind** severe head injury twice. If they survive, upon returning to the settlement, gain the **Pictograph** innovation.
Endless Babble: When you depart, departing survivors gain +1 insanity. You can not encourage.

DEATH & DECAY

The survivor disappears, shrieking, into the Revenant Antelope's giant under-maw.



As you are pulled into the ragged monster's under-gullet, a chorus of chittering and a sea of filth and moisture greet you. Thousands, if not millions of tiny hands pull at your skin, your hair, your lantern. And the incessant chittering, maddening like a glimpse into the truth. You cannot breathe, for your lungs fill with squirming and writhing beings.

You are **Masticated**.

Masticated - roll 1d10

1 2 3

You struggle frantically. stuck within a writhing mass of vermin. You begin to choke as the vermin enter your mouth. You are dead. The monster heals 1 wound and gains +1 speed token.

4 5 6

You fight back against the vermin, but are chewed mercilessly. Suffer ★ damage to every hit location. The monster heals 1 wound.

7 8 9

The monster's mouth hangs slack, and fresh air brushes your face. Swimming through the vermin, you wriggle free. Recklessly pushing past the rotten teeth, your arm gets stuck in a gap as you fall. Suffer the **spiral fracture** severe arm injury and **Regurgitate**. The monster heals 1 wound.

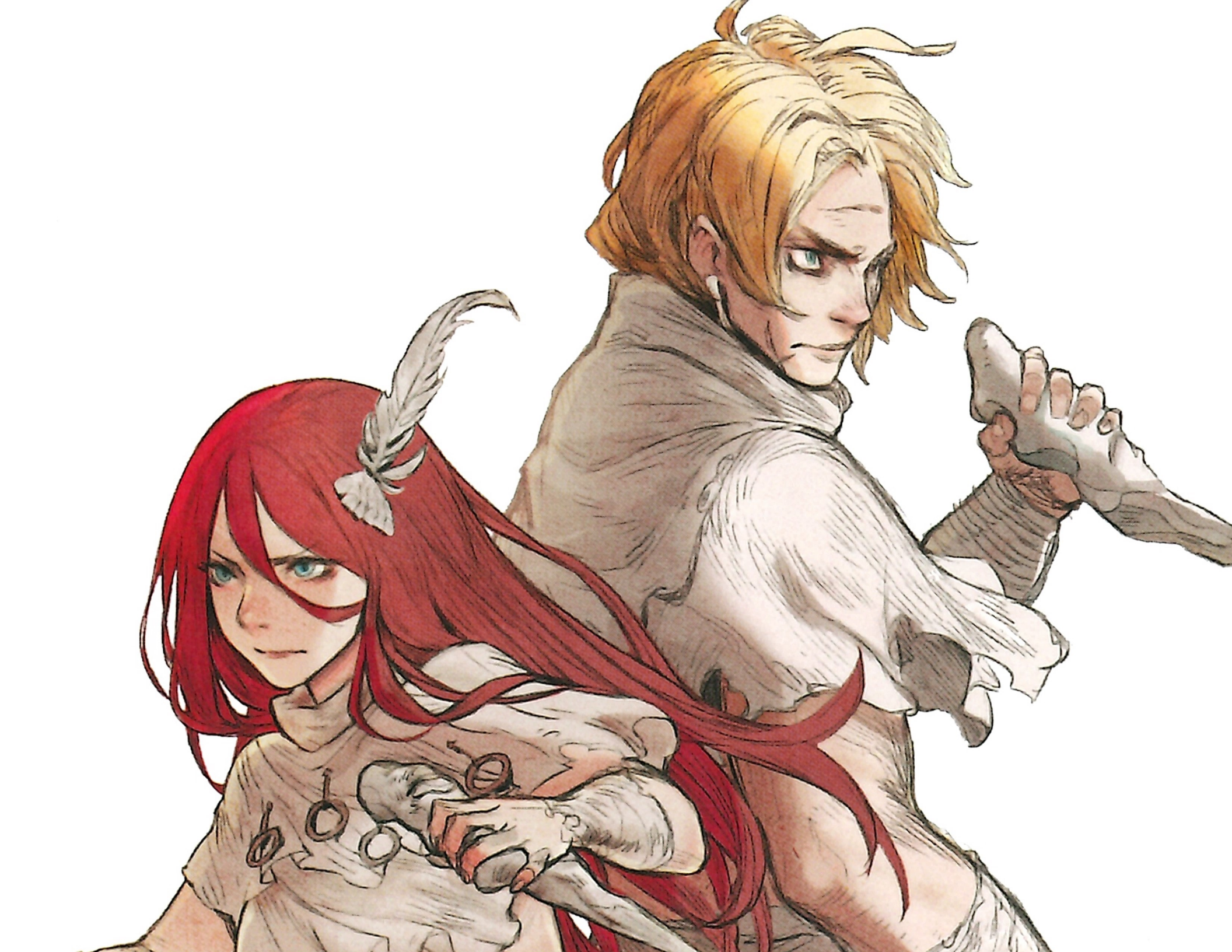
10

You are suddenly embolden as your finger slips into a stolen treasure. Gain the **Stone Ring of Jordan** rare gear and **Regurgitate**.

Regurgitate

Place **Gobbled Up** survivors and **1 Vermin Swarm** minion for each survivor, in a free space adjacent to the monster. Archive **Gobbled Up** and roll on the table below for each survivor.

1d10	Result
1 - 3	You wonder if you are dead. You are **knocked down** and suffer 1 brain damage.
4 - 7	Covered in fluid, but alive. You are **knocked down** and gain +1 insanity.
8 - 9	The experience gives you a new perspective. Gain +1 understanding.
10+	The strange fluid from inside the monster refuses to come off. Add 1 **Embalming Saliva** rare gear to settlement storage.



VORACIOUS INTIMACY

These vermin husks are used as an aphrodisiac within the settlement.

Nominate one consenting male and one consenting female survivor to eat the exuvia and roll on the table below.

If the settlement has the **Protect the Young** New Life Principle, when rolling on **Voracious Intimacy**, you must roll 2d10. One white and one black. You may use a result of your choice.

If the settlement has the **Survival of the Fittest** New Life Principle, when rolling on **Voracious Intimacy**, you must roll the red d10.

This type of intimacy is taboo and done in secret. If any survivors are killed, do not gain the benefits of your settlements death principle. When rolling on the **Voracious Intimacy** table make sure to use the rules associated with your settlements New Life Principle. If your settlement does not have a New Life Principle, roll 1 black d10.

If the two nominated survivors are **Partners**, when rolling on **Voracious Intimacy**, you may choose to ignore the rules associated with the settlements New Life Principle. You instead roll 2d10. Both of these must be black dice and you may use a result of your choice.

Collective: When departing, gain +1 survival for each other departing survivor with the **Collective** ability.

Hive Mind: As long as you are on the showdown board, all survivors with the **Collective** ability have the **Synchronized Strike** secret fighting art. This does not count as a gained fighting art or against your total fighting arts.

Voracious Intimacy - roll 1d10

1	Consuming vermin always presents a risk. Toxins still linger even within an old husk. The risk-taking couple is killed after eating the exuvia. The nominated survivors are dead.
2 3 4 5	After intimacy the female devours the male survivor, gaining the **Bone Whisperer** secret fighting art. The child dies during birth. The female survivor gains the **Secretive** disorder.
4 5 6 7	A new survivor is brought kicking and screaming into the world. The settlement gains +1 population. Children born from this taboo ritual gain the **Collective** ability.
5	Geminated birth. Twins are born, +2 population. Both children have the **Collective** ability.
6 7 8	A new survivor is brought kicking and screaming into the world. The settlement gains +1 population. The child is born with the **Ambidextrous** fighting art. All three survivors share a deep bond with one another, each gaing the **Collective** ability and +3 insanity.
9	Twin resorption, +1 population. The child gains all newborn survivor benefits twice and is born with the **Collective** ability.
8 9 10	A skittish child is born, +1 population. All three survivors gain the **Collective** ability. The child is born with the **Hyperactive** disorder, the **Double Dash** fighting art and +1 permanent movement.
10	+1 population. All three survivors gain the **Collective** ability. The child is born with the **Extra Sense** fighting art and +1 permanent evasion.

Special Ability

The child's heightened senses allow them to communicate with survivors who are a part of the collective. The child gains the **Hive Mind** ability and +1 understanding.

If the settlement has innovated **Partnership**, this child gains a **special ability** in addition to everything else.